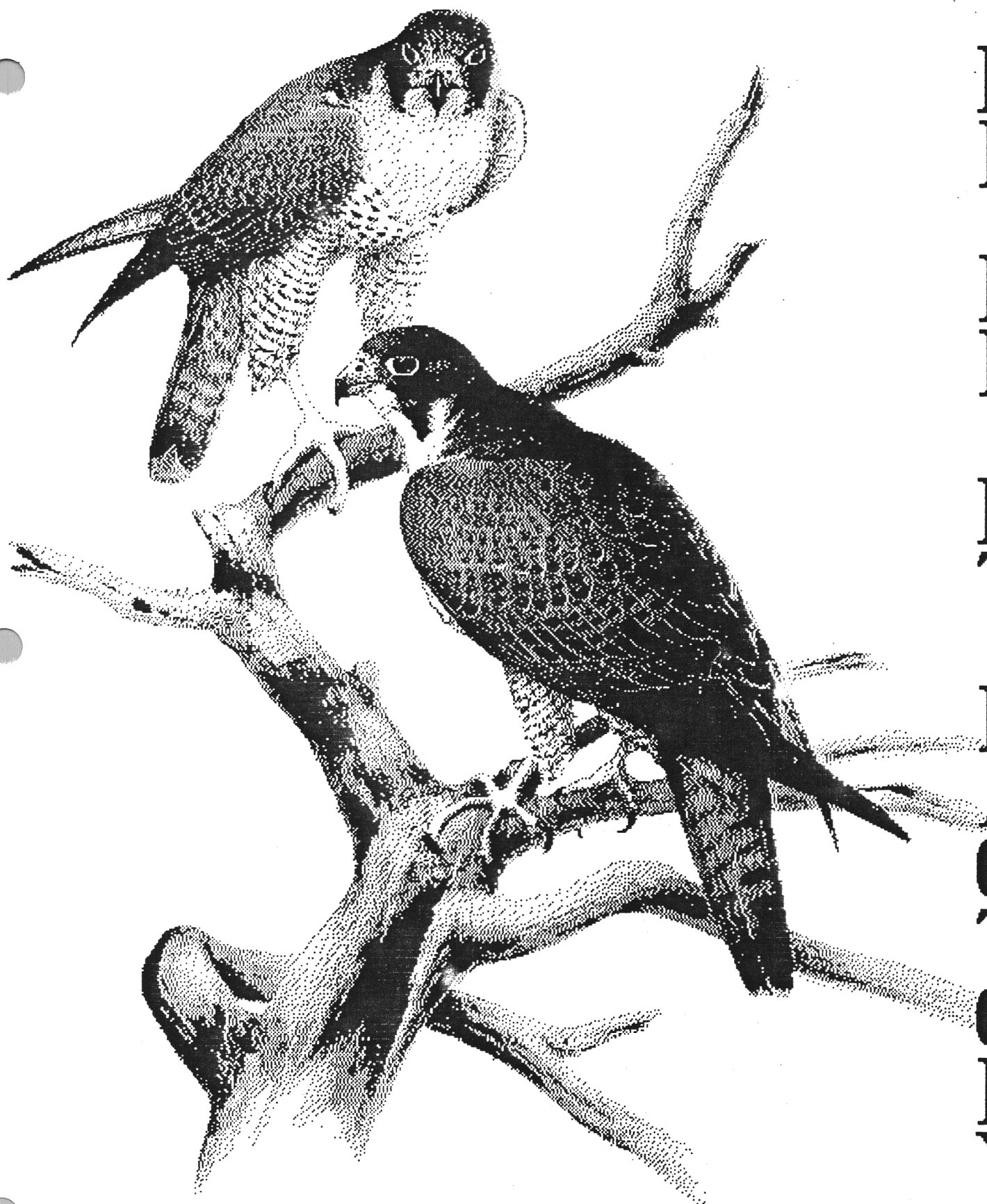




THE PRINT FACTORY

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A QUICK INTRODUCTION

THE PRINT FACTORY WAS CREATED TO HELP YOU PRODUCE PROFESSIONAL LOOKING DOCUMENTS AT A VERY AFFORDABLE PRICE. THE PROGRAMS WERE DESIGNED TO BE VERY USER-FRIENDLY, FAST AND EFFICIENT. THE RANGE OF PROGRAMS INCLUDED IN THIS PACKAGE ALLOW YOU TO PRODUCE ALMOST ANY TYPE OF DOCUMENTS THAT CAN BE CREATED WITH A PRINTER.

THE PRINT FACTORY IS COMPATIBLE WITH ANY VERTICAL BIT MAPPED DOT MATRIX PRINTER (8 PINS OR LESS, OR 8 PIN MODE COMPATIBLE). HERE IS A LIST OF THE PRINTERS THAT ARE COMPATIBLE WITH THE PRINT FACTORY...

TS2040, ZX PRINTER, ALPHACOM 32, IBM (AND COMPATIBLES), EPSON (AND COMPATIBLES), GORILLA BANANA, TANDY DMP 105, STAR, PANASONIC, PROWRITER, SPIRIT 80, LEGEND 880, SEIKOSHA, SMITH CORONA FASTEX 80, DATASOUTH I/II, SAKATA SP-1500, MANNESMANN TALLEY 85/86, COPAL "WRITE HAND 1200", TANDY TRP 100, ETC...

ALL PROGRAMS ARE SET UP FOR IBM (TRP 100) AT 480 DOTS PER LINE. IT IS ADVISED TO SET UP THESE PROGRAMS ACCORDING TO YOUR PRINTER OPERATING MANUAL.

IF ANY PROBLEMS SHOULD ARISE, PLEASE FEEL FREE TO WRITE TO: **BYTE POWER**
1748 MEADOWVIEW AVENUE
PICKERING, ONTARIO, CANADA
L1V 3G8

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PROGRAM TRANSFER

PRINTER UTILITIES SUCH AS FIRST EDITION, THE PRESS, THE LABELER, THE CARD MAKER, QUICK SCREEN AND THE BANNER PRINTER NEED TO BE CUSTOMIZED TO WORK WITH YOUR PRINTER (CUSTOMIZE OPTION IS EXPLAINED LATER ON...) ONCE A PROGRAM HAS BEEN CUSTOMIZED, CHOOSE THE FILE OPTION AND SELECT **BREAK TO BASIC**.

AT THIS POINT, YOU MAY WISH TO CHANGE ALL LOAD AND SAVE COMMANDS TO SUIT YOUR MASS STORAGE DEVICE (DISK DRIVE, 2+FAST, MICRO DRIVE, ETC...) NOTE: MAKE SURE THE CHANGES DO NOT USE TOO MUCH MEMORY. RAMEX DISK USERS MUST HAVE THE LKDOS CARTRIDGE.

TO SAVE RUN 9999, ONCE SAVED THE PROGRAM WILL AUTOMATICALLY RESTART.

MENU CONTROLS

ALL PROGRAMS ARE CONTROLLED WITH A SELECTION ARROW. THIS ARROW IS CONTROLLED WITH THE KEYBOARD (Q-UP, A-DOWN, O-LEFT, P-RIGHT, SPACE-SELECT) OR YOU MAY USE THE LEFT JOYSTICK ON THE TS2068, OR THE KEMPSTON JOYSTICK INTERFACE ON THE SPECTRUM.

TO SELECT AN OPTION: MOVE THE ARROW OVER THE OPTION, THE OPTION WILL LIGHT UP, THEN PRESS SPACE (FIRE). TO ABORT ANY OPTION: MOVE AWAY FROM THE WINDOW, THEN PRESS SPACE.

MAIN MENU OPTIONS

THE DESCRIPTION OF THE MAIN MENU OPTIONS BELOW ARE GENERAL AND ARE COMMON TO MOST PROGRAMS IN THE PRINT FACTORY. HOWEVER, SOME PROGRAMS MAY CONTAIN MORE OR LESS "SUB-OPTIONS". THE SUB-OPTIONS THAT ARE NOT LISTED WILL BE EXPLAINED AS WE ENCOUNTER THEM IN THE PROGRAMS.



FILE

FILE

Save File
Load File
Load Graphics
Load Fonts
Clear File

MISC.

Document Width
Document Lines
Arrow Speed
Break to Basic
Quit Program

DEFINITION:

THIS SAVES THE WORKING FILE TO TAPE.
THIS LOADS AN OLD FILE (CREATED WITH THE SAME PROGRAM).
THIS LOADS A GRAPHIC DESIGN FILE.
THIS LOADS A NEW FONT OVER THE CURRENT WORKING FONT.
THIS CLEARS THE WORKING FILE.

THIS SELECTS THE WIDTH IN COLUMNS OF THE DOCUMENT.
THIS SELECTS THE LENGTH OF THE DOCUMENT.
THIS ALLOWS YOU TO ADJUST THE SELECTION ARROW SPEED.
THIS BREAKS TO BASIC, ALLOWING YOU TO SAVE THE PROGRAM.
THIS RESETS THE COMPUTER (NEW).

THE WORD "FILE" MAY REFER TO A PAGE, LABEL, SCREEN, ETC... DEPENDING ON THE PROGRAM THAT IS IN USE.



TEXT

TEXT

Write
Rom Set
Font I
Font II
Font III
Normal
Double
Normal
Over
Merge
Super Set

DEFINITION:

THIS GOES IN TEXT MODE. (SEE APPROPRIATE PROGRAMS FOR CONTROLS)
THIS SELECTS THE CURRENT WORKING FONT. ROM SET IS NOT AVAILABLE FOR SOME PROGRAMS. ALSO FOR CERTAIN PROGRAMS, THIS WILL GO IN TEXT MODE.

THIS SELECTS THE NORMAL HEIGHT MODE.
THIS SELECTS THE DOUBLE HEIGHT MODE.

THIS SELECTS THE NORMAL PRINT MODE.
THIS SELECTS THE OVER PRINT MODE. (SAME AS BASIC OVER)
THIS SELECTS THE MERGE PRINT MODE.

THIS SELECTS THE SUPER SET TEXT MODE.

TO USE THE SUPER SET TEXT MODE, THE CURRENT GRAPHIC DESIGN SHOULD BE SET ON THE CAPITAL A. (SEE EXAMPLE BELOW AND APPROPRIATE PROGRAMS FOR FURTHER DETAILS.)



GRAPHIC DESIGNS

GRAPHICS

Next
Previous
Select

Normal
Over
Merge

Frame I
Frame II

A

DEFINITION:

THIS MOVES THE CURRENT GRAPHIC DESIGN TO THE NEXT ONE.
THIS MOVES THE CURRENT GRAPHIC DESIGN TO THE PREVIOUS ONE.
THIS SELECTS THE CURRENT WORKING GRAPHIC DESIGN AND GOES IN GRAPHIC MODE.

THESE NEXT THREE SUB-OPTIONS ARE THE SAME AS IN TEXT.

THIS ALLOWS YOU TO CREATE A "ONE GRAPHIC DESIGN FRAME".
THIS ALLOWS YOU TO CREATE A "MULTI GRAPHIC DESIGN FRAME".

TO USE FRAME I, SELECT THE TOP LEFT HAND AND BOTTOM RIGHT HAND CORNER POSITIONS OF THE FRAME. THE PROGRAM WILL DRAW THE FRAME WITH THE CURRENT GRAPHIC DESIGN.

FRAME II USES 8 GRAPHIC DESIGNS TO DRAW A FRAME. TO USE IT, SELECT THE FIRST GRAPHIC DESIGN OF THE FRAME (TOP LEFT HAND CORNER), THEN FOLLOW THE DIRECTIONS OF FRAME I.

THE GRAPHIC MODE ALLOWS YOU TO INCORPORATE GRAPHIC DESIGNS IN YOUR DOCUMENTS, JUST POSITION AND PRESS SPACE (FIRE).



PRINT	
Print File	
Dot Matrix	
T/S 2040	
Aerco	
Tasman B	
Other	
Customize	

DEFINITION:

THIS PRINTS THE FILE (SCREEN, PAGE, ETC...)

THIS SELECTS THE PRINTER - Dot Matrix
- T/S 2040

THIS SELECTS THE Aerco PRINTER INTERFACE.

THIS SELECTS THE TASMAN B PRINTER INTERFACE.

THIS IS USED ONLY WHEN YOUR PRINT DRIVER IS NOT Aerco OR TASMAN B.

THIS ALLOWS YOU TO CUSTOMIZE THE PRINTER CONTROL CODES.

THE **OTHER** SUB-OPTION IS SELECTED WHEN YOU WANT TO USE YOUR OWN PRINT DRIVER INSTEAD OF THE SUPPLIED Aerco OR TASMAN B, OR WHEN YOU WANT TO USE **ZX DRIVER**.

THE NEW PRINT DRIVER SHOULD BE LOADED BEFORE LOADING THE PROGRAM OR USE THE **BREAK TO BASIC** SUB-OPTION IN **FILE** AND LOAD IT FROM THERE. IT SHOULD BE LOADED AT 64000 OR HIGHER OR IN THE PRINTER BUFFER (23296). FOR THE **ZX DRIVER**, PLEASE REFER TO ITS INSTRUCTION SECTION.

CUSTOMIZE PRINTER

CUSTOMIZE	
Low Bit	0=128
Dots.....8	0=64
Add.....0	0=32
	0=16
Printer Set Up	0=8
Line Set Up	0=4
Carriage Return	0=2
Form Feed	0=1
Darkness...1	

THIS SECTION IS USED TO CUSTOMIZE THE PROGRAM TO WORK ON YOUR PRINTER. ALL PROGRAMS ARE SET UP FOR AN IBM PRINTER (OR COMPATIBLE).

YOU WILL NEED TO HAVE YOUR PRINTER OPERATION MANUAL AT HAND TO COMPLETE THIS SECTION. YOU NEED TO FIND HOW THE GRAPHICS MODE WORKS AND FIND THE RIGHT CONTROL CODES.

SOME FUNCTIONS MAY NOT BE AVAILABLE FOR CERTAIN PRINTERS.

THE DOTS 0 ON THE RIGHT REPRESENT THE PRINT HEAD SET UP.

LOW BIT - THIS CHANGES THE PRINT HEAD SET UP TO THE OPPOSITE POSITION (HIGH BIT BECOMES LOW AND LOW BIT BECOMES HIGH)

DOTS - THIS SPECIFIES THE NUMBER OF VERTICAL DOTS TO BE PRINTED. IN SOME PROGRAMS, YOU CAN CHOOSE FROM 1 TO 8 DOTS, BUT IN MOST CASES YOU CAN ONLY CHOOSE 2, 4 OR 8 DOTS AND CARRIAGE RETURN MUST BE ADJUSTED ACCORDINGLY.

ADD - SOME PRINTERS MAY NEED A VALUE ADDED TO THE DATA SENT WHEN IT IS PRINTING GRAPHICS. IE: GORILLA BANANA AND TANDY DMP 105 NEED TO ADD 128.

THE NEXT 4 OPTIONS ARE CONTROL CODE SEQUENCES SENT TO THE PRINTER TO PERFORM A SPECIFIC TASK. UPON SELECTING THE OPTION, THE PROGRAM WILL DISPLAY THE CURRENT SETTINGS. YOU HAVE 2 OPTIONS: **CHANGE** AND **O.K.**

AFTER SELECTING **CHANGE**, YOU CAN ENTER UP TO 12 CONTROL CODES (IN DECIMAL NOT Hex!). IF YOU DO NOT NEED ALL 12 CODES JUST PRESS ENTER TWICE AT THE LAST NUMBER. IF THE CODE SEQUENCE IS NOT NEEDED AT ALL, THEN SELECT **CHANGE** AND PRESS ENTER.

PRINTER SET UP - THIS SEQUENCE IS TO SET UP THE PRINTER AND IS SENT AT THE BEGINNING OF A DOCUMENT.

LINE SET UP - THIS SEQUENCE IS SENT AT THE BEGINNING OF EACH LINE. THIS IS USUALLY USED TO PUT THE PRINTER IN GRAPHICS MODE. WITH **DARKNESS**, THIS SEQUENCE WILL NEED A HEAD POSITIONING (SEE **DARKNESS**).

CARRIAGE RETURN - THIS SEQUENCE IS SENT AT THE END OF EACH LINE. THE LINE FEED SHOULD BE SET SO IT ONLY ADVANCES THE PAPER # DOTS. # IS THE NUMBER OF DOTS SELECTED BY **DOTS**.

FORM FEED - THIS SEQUENCE IS SENT AT THE END OF THE DOCUMENT; IN SOME PROGRAMS, THIS OPTION SHOULD BE LEFT BLANK. (SEE APPROPRIATE PROGRAMS)

DARKNESS - THIS OPTION ALLOWS YOUR PRINTER TO DARKEN A LINE UP TO 5 TIMES. TO WORK, YOUR PRINTER MUST HAVE A HEAD POSITIONING SEQUENCE AND AT THE SAME TIME NOT DO A LINE FEED. THE HEAD POSITIONING SEQUENCE SHOULD BE IN **LINE SET UP**.

WHEN CUSTOMIZING A PROGRAM YOU WILL HAVE TO EXPERIMENT TO GET THE RIGHT SETTINGS. WE HAVE INCLUDED EXAMPLES OF SETTINGS FOR SOME PRINTERS FOR YOUR CONVENIENCE.

FIRST EDITION

FIRST EDITION IS A PAGE MAKER THAT WILL ALLOW YOU TO CREATE ALL SORTS OF DOCUMENTS... POSTERS, LETTERHEADS, NEWSLETTERS, ADS, ETC...

IT FEATURES 3 STANDARD HEIGHT FONTS, THE SUPER SET MODE, A DOUBLE HEIGHT MODE (FOR BOTH STANDARD AND SUPER SET), FRAME I AND FRAME II.

WITH THIS PROGRAM, A GRAPHIC DESIGN FILE IS NEEDED IN MEMORY AT ALL TIMES. THE DOCUMENT SIZE WILL BE DIRECTLY AFFECTED BY THE SIZE OF THE GRAPHIC DESIGN FILE.

WHAT THIS MEANS IS THAT IF YOU HAVE 3000 BYTES OF GRAPHIC DESIGNS, YOUR DOCUMENT COULD BE UP TO 17594 BYTES, THAT'S ABOUT 72 COLUMNS (576 DPL) BY 120 LINES OR 120 COLUMNS (960 DPL) BY 73 LINES. THE ADVANTAGE TO THIS IS THAT A WHOLE PAGE MAY RESIDE IN MEMORY. BUT ONE DRAWBACK IS THAT ONCE A DOCUMENT IS CREATED, YOU CANNOT CHANGE THE GRAPHIC DESIGN FILE OR THE DOCUMENT WILL BE CLEARED. BEFORE WRITTING A DOCUMENT, YOU SHOULD MAKE SURE ALL THE DESIRED GRAPHICS ARE IN THE GRAPHIC DESIGN FILE.



ALL SUB-OPTIONS IN **FILE** ARE THE SAME AS PREVIOUSLY DISCUSSED. WHEN LOADING A GRAPHIC DESIGN FILE, THE CURRENT WORKING PAGE IS CLEARED. YOU MAY ALSO HAVE TO RESET THE **WIDTH** AND **LENGTH**.



THE **TEXT** OPTION IN THIS PROGRAM DOES NOT FEATURE THE **OVER** AND **MERGE** PRINT MODES. WHEN IN TEXT MODE, ALL NORMAL CHARACTERS ARE AVAILABLE (EVEN @ ! ~ { }). SOME NEW EDITING FUNCTIONS ARE ALSO AVAILABLE, THESE ARE **LEFT MARGIN**, **TAB**, **SET TAB** AND **CAPS LOCK**. TO EXIT FROM TEXT MODE PRESS **EDIT [CAPS SHIFT & 1]**.

TO SET THE **RIGHT MARGIN**, MOVE CURSOR TO CORRECT POSITION AND PRESS **EXTENDED & M**.

TO SET **TAB**, MOVE CURSOR TO CORRECT POSITION AND PRESS **EXTENDED & S**. ONLY 1 **TAB** AVAILABLE.

TO USE **TAB**, PRESS **EXTENDED & T**.

WHEN USING **SUPER SET**, YOU WILL NOTICE THAT SPACES ARE ONLY 1 CHARACTER OF WIDTH. THE SAME APPLIES TO **DELETE CHARACTER**. **SUPER SET** IS PROPORTIONAL PRINTING SO "M"'S ARE LARGER THAN "I"'S (DEPENDING ON THE FONT SET).



THIS POSITIONS THE PAGE TO THE UPPER LEFT HAND CORNER (BEGINNING OF PAGE).



THIS POSITIONS THE PAGE TO THE LOWER RIGHT HAND CORNER (END OF PAGE).



THESE 4 OPTIONS WILL SCROLL THE DOCUMENT IN THE DIRECTION INDICATED BY THE ARROW.

FIRST EDITION COMES IN 2 VERSIONS, VERSION 1.1 ALLOWS FOR MORE FILE SPACE, BUT IT OCCUPIES THE WHOLE MEMORY SO YOU CANNOT USE THE ADDRESS 64000 TO LOAD YOUR PRINT DRIVER (OR 2+FAST). VERSION 1.1 GIVES YOU AN EXTRA 1536 BYTES.

OTHER THAN FILE MEMORY, VERSION 1.1 IS SIMILAR TO VERSION 1.0.

PROGRAM NAME	FIRST EDITION
VERSION	1.1
WRITTEN BY	ERIC BOISVERT
FILE MEMORY	22128 BYTES
GRAPHIC DESIGNS	13968 BYTES
MAX PAGE WIDTH	255 (2040 DPL)
MIN PAGE WIDTH	32 (256 DPL)
MAX PAGE LENGTH	255
MIN PAGE LENGTH	16

TIPS FOR FIRST EDITION

- * FIRST EDITION ALLOWS YOU TO LOAD NEW FONTS AT ANY TIME, REPLACING THE OLD FONT IN THE DOCUMENT WITH THE NEW ONE. THIS ALLOWS TO CHANGE ALL TEXT WRITTEN WITH THE OLD FONT WITHOUT HAVING TO RETYPE THE WHOLE THING.
- * IF TOO LARGE A GRAPHIC DESIGN FILE OR A VERY HIGH RESOLUTION IS NEEDED, IT MAY BE WISE TO SPLIT THE PAGE IN 2 OR MORE SECTIONS. JUST MAKE SURE THAT THE **FORM FEED** SEQUENCE IS ONLY USED FOR THE LAST SECTION (OTHERWISE BLANK).
- * IF YOU WANT TO PLAY WITH THE GRAPHICS, TRY USING **SUPER SET** WHILE THE CURRENT GRAPHIC DESIGN IS NOT LETTER A BUT A GRAPHIC. IT CAN THEN BE PRINTED IN DOUBLE HEIGHT!
- * AN 8 1/2" X 11" PAGE IN 480 DOTS PER LINE IS 60 COLS X 88 LINES, IN 576 DPL IS 72 X 88 AND IN 960 DPL IS 120 X 88. RESOLUTION = NUMBER OF COLUMNS TIMES 8.

THE PRESS

THE PRESS IS ALSO A PAGE MAKER, BUT IT DIFFERS QUITE A LOT FROM FIRST EDITION. IT ALLOWS YOU TO CREATE ALL THE SAME DOCUMENTS AS FIRST EDITION BUT HANDLES SCREENS INSTEAD OF GRAPHIC DESIGNS, THEREFOR IT IS LESS MEMORY EFFICIENT.

AN ADVANTAGE OVER FIRST EDITION IS THAT IT CAN LOAD AND MERGE SCREENS IN THE DOCUMENT. THE TEXT IS ALSO NOT LIMITED TO ONLY 3 FONTS. THERE ARE 4 AVAILABLE AND CAN BE CHANGED (LOADED) THROUGHOUT THE DOCUMENT WITHOUT ALTERING WHAT IS ALREADY WRITTEN WITH THE OLD FONT. REAL DOUBLE HEIGHT (16 POINT) FONTS ARE ALSO AVAILABLE.

NOT BEING AS MEMORY EFFICIENT, THE PAGE WILL HAVE TO BE SPLIT IN 2 OR MORE SECTIONS (FOR A 8 1/2" X 11" PAGE). FOR 480 DPL YOU WOULD NEED 2 SECTIONS OF 60 COLUMNS BY 44 LINES, FOR 576 DPL YOU WOULD NEED 3 SECTIONS OF 72 COLS BY 29 LINES, FOR 960 DPL YOU WOULD NEED 4 SECTIONS OF 120 COLS BY 22 LINES.

FILE THE FILE OPTION CONTAINS 3 SUB-OPTIONS THAT WERE NOT DEFINED IN THE MAIN MENU OPTIONS SECTION. THESE ARE **LOAD SCREEN**, **MERGE SCREEN** AND **SCREEN OVER**.

THESE SUB-OPTIONS WILL LOAD/MERGE/OVER A SCREEN AT THE CURSOR POSITION (ASSUMING THAT THIS POSITION IS ALREADY SELECTED). ONCE THE SCREEN LOADED, YOU WILL HAVE TO SELECT THE **TOP** (UPPER LEFT HAND CORNER) AND **BOTTOM** (LOWER RIGHT HAND CORNER). SELECTING **O.K.** WILL INSTALL THE IMAGE IN THE PAGE. SELECTING **MENU** WILL ABORT.

WHEN LOADING A NEW FONT, YOU NEED TO TELL THE COMPUTER IF YOU WANT STANDARD OR DOUBLE (16 POINT) HEIGHT FONT. THE DOUBLE HEIGHT FONT WILL BE LOADED OVER THE **FONT II** AND **FONT III**, SO IF YOU NEED THESE 2 FONTS LATER YOU WILL HAVE TO LOAD THEM BACK IN MEMORY.

ATEXT THE TEXT OPTION IN THIS PROGRAM FEATURES THE **REAL DOUBLE MODE** (16 POINT FONTS) AS WELL AS THE **OVER** AND **MERGE** PRINT MODES. THE EDITING FUNCTIONS ARE THE SAME AS FIRST EDITION. 2 NEW FUNCTIONS ARE AVAILABLE; **NORMAL VIDEO** [CAPS SHIFT & 3] AND **INVERSE VIDEO** [CAPS SHIFT & 4].

SCROLL DOWN THIS SCROLLS THE DOCUMENT DOWN 1 PIXEL LINE (THERE ARE 8 PIXEL LINES IN A CHARACTER LINE).

SCROLL UP THIS SCROLLS THE DOCUMENT UP 1 PIXEL LINE.

CLEAR THIS CLEARS THE DOCUMENT.

PROGRAM NAME	THE PRESS
VERSION	2.0
WRITTEN BY	KRIS BOISVERT
FILE MEMORY	23040 BYTES
MAX PAGE WIDTH	180 (1440 DPL)
MIN PAGE WIDTH	32 (256 DPL)
MAX PAGE LENGTH	90
MIN PAGE LENGTH	16

LETTER PERFECT

LETTER-PERFECT IS A PROPORTIONAL PRINTING WORD PROCESSOR THAT WAS CREATED FOR PRINTERS THAT DO NOT HAVE NLQ PRINTING (OR REDEFINABLE FONTS).

THIS PROGRAM FEATURES 2 FONT STYLES... NLQ (STANDARD) AND CURSIVE (USER LOADABLE). BOTH OF THESE FONTS MAY BE USED AT THE SAME TIME IN A DOCUMENT.

THE TEXT EDITOR IS QUITE STRAIGHTFORWARD. TO GO IN TEXT MODE, JUST POSITION THE ARROW ANYWHERE IN THE "TEXT WINDOW" (LOWER 2/3 OF SCREEN) THEN PRESS SPACE (FIRE).

CAPS SHIFT & 1 - INSERT SPACE
CAPS SHIFT & 3 - INSERT LINE (32 CHARACTERS)
CAPS SHIFT & 2 - TOGGLE CAPS LOCK

EXTENDED & M - MAIN MENU

LETTER-PERFECT ALSO FEATURES FRENCH CHARACTERS...

FOR LETTER PRESS

.....EX THEN A
.....EX THEN CS & A
.....EX THEN C
.....EX THEN F
.....EX THEN CS & E
.....EX THEN SS & E
.....EX THEN EX THEN E

PROGRAM NAME	LETTER-PERFECT
VERSION	2.0
WRITTEN BY	KRIS BOISVERT
FILE MEMORY	15360 BYTES
MAX PAGE WIDTH	960 DPL
MIN PAGE WIDTH	100 DPL
USER FONT	3600 BYTES

CAPS SHIFT & 9 - DELETE SPACE
CAPS SHIFT & 4 - DELETE LINE
CAPS SHIFT & 0 - DELETE

EXTENDED & SPACE - FUNCTION CHAR (B)

FOR LETTER PRESS

.....EX THEN I
.....EX THEN CS & I
.....EX THEN O
.....EX THEN CS & O (COEUR)
.....EX THEN U
.....EX THEN CS & U

(EX=EXTENDED MODE, CS=CAPS SHIFT, SS=SYMBOL SHIFT)

LETTER PERFECT

CONTINUED...



THIS OPTION DISPLAYS ALL TEXT FUNCTIONS AND THEIR SYNTAX. HERE IS A GENERAL DESCRIPTION OF EACH TEXT FUNCTION...

- GN** - TURNS OFF CENTER, JUSTIFY AND TEXT TO RIGHT.
 - GC** - THIS TURNS ON THE CENTER TEXT. THIS CENTERS THE TEXT IN RESPECT TO THE RIGHT AND LEFT MARGINS.
 - GJ#** - THIS TURNS ON THE JUSTIFY TEXT. THERE ARE 2 JUSTIFICATION MODES, #1 ADDS PIXEL SPACES IN BETWEEN LETTERS AND SPACES, #2 ADDS PIXEL SPACES IN BETWEEN SPACES ONLY. IF NO NUMBER, THE JUSTIFICATION MODE WILL BE #1.
 - G>** - THIS TURNS ON THE TEXT TO RIGHT. THIS SHIFTS THE TEXT TO THE RIGHT MARGIN.
 - GU** - THIS TURNS ON UNDERLINE TEXT.
 - GE** - THIS ENDS UNDERLINE TEXT.
 - GB** - THIS TURNS ON BOLD CHARACTER.
 - GO** - THIS TURNS OFF BOLD CHARACTER (ORDINARY).
 - GA** - THIS IS ADVANCE PAPER (FORM FEED).
 - GW#** - THIS SELECTS THE CHARACTER WIDTH (1 TO 9). IF NO NUMBER, THE WIDTH IS SET TO 1. 2 IS DOUBLE WIDTH, 3 TRIPLE WIDTH, ETC...
 - GS#** - THIS SELECTS THE NUMBER OF PIXELS IN BETWEEN LETTERS (0 TO 5). IF NO NUMBER, THE SPACING WILL BE 1 PIXEL.
 - GF#** - THIS SELECTS THE FONT STYLE, 1 IS DEFAULT (NLQ) AND 2 IS THE USER LOADABLE FONT (USUALLY CURSIVE).
 - GT###** - THIS SETS THE TAB. THE TEXT WILL THEN BE PRINTED FROM THE POSITION INDICATED. IF NO NUMBER, THE DEFAULT VALUE IS THE SAME AS THE LAST TAB. IF NEVER DEFINED, THE DEFAULT VALUE IS 1/3 THE WIDTH.
 - GP###** - THIS IS PARAGRAPH IDENTIFICATION. THE TEXT WILL THEN BE PRINTED FROM THE POSITION INDICATED. IF NO NUMBER, THE DEFAULT VALUE IS THE SAME AS THE LAST PARAGRAPH. IF NEVER DEFINED, THE DEFAULT VALUE IS 1/8 THE WIDTH.
 - GL###** - THIS SETS THE LEFT MARGIN. IF NO NUMBER, THE DEFAULT VALUE IS 0.
 - GR###** - THIS SETS THE RIGHT MARGIN. IF NO NUMBER, THE DEFAULT VALUE IS THE MAXIMUM WIDTH.
- THE NUMBERS FOR TAB, PARAGRAPH, LEFT MARGIN AND RIGHT MARGIN ARE IN PIXELS. HERE IS A TYPICAL EXAMPLE OF A FUNCTION: **GL100** (SET LEFT MARGIN TO PIXEL 100). **ALWAYS** PUT A SPACE AFTER A FUNCTION.



LETTER-PERFECT HAS A CONTROL CODE SEQUENCE CALLED **LINE FEED**, THIS SEQUENCE TELLS THE PRINTER TO DO A LINE FEED BETWEEN EVERY TEXT LINE. A GOOD RULE OF THUMB IS TO SET A LINE FEED OF 2 TO 4 PIXELS BETWEEN THE TEXT LINES. IF YOU DO NOT WISH TO USE THIS SEQUENCE, LEAVE IT BLANK.

THE TEXT WIDTH IS IN DOTS PER LINE, MINIMUM IS 100 AND MAXIMUM IS 960 DPL.

LINE PER PAGE IS THE NUMBER OF TEXT LINES PER PAGE AFTER WHICH A FORM FEED IS SENT TO THE PRINTER. A FORM FEED MAY BE FORCED BEFORE THE PAGE IS FULL BY USING **GA** (ADVANCE PAPER). YOU COULD USE THIS TO SEPARATE SECTIONS OF A DOCUMENT.



LETTER-PERFECT USES SPECIAL FONTS, THERE ARE 4 INCLUDED IN THE PRINT FACTORY (NLQ, CURSIVE, OLD ENGLISH AND COMPACT). STANDARD AND DOUBLE HEIGHT FONTS ARE NOT COMPATIBLE WITH THIS PROGRAM.



THIS POSITION THE CURSOR TO THE BEGINNING OF THE TEXT AND GOES IN TEXT MODE.



THIS POSITION THE CURSOR TO THE END OF THE TEXT AND GOES IN TEXT MODE.

TIPS FOR LETTER PERFECT

- * THE CHARACTER SPACING FOR CURSIVE SHOULD ALWAYS BE 0, FOR ALL OTHER FONTS IT SHOULD BE 1 OR MORE.
- * WHEN USING BOLD, THE SPACING SHOULD BE SET TO 2 OR MORE (DOES NOT APPLY TO CURSIVE).

THE LABELER

THE LABELER IS DESIGNED TO CREATE LABELS OF VARIOUS SIZES: FROM 4 LINES (32 PIXELS HIGH) TO UP TO 13 LINES HIGH (104 PIXELS).

THIS PROGRAM CAN BE USED TO CREATE RETURN ADDRESS LABELS, TAGS, CASSETTE LABELS, OR WHATEVER YOU NEED LABELS FOR.

SIZE THIS OPTION ALLOWS YOU TO CHANGE THE SIZE OF THE CURRENT LABEL WITHOUT CLEARING IT. MINIMUM IS 4 LINES AND MAXIMUM IS 13 LINES.

FILE THE LOAD GRAPHIC DESIGNS SUB-OPTION ALLOWS YOU TO LOAD A NEW GRAPHIC DESIGN FILE WITHOUT CLEARING THE LABEL. THE MAXIMUM LENGTH OF THE GRAPHIC DESIGN FILE IS 19200 BYTES LONG OR 255 GRAPHIC DESIGNS (WHICHEVER COMES FIRST).

THE LABELER ALLOWS YOU TO USE 4 FONTS AT A TIME TO CREATE YOUR LABEL. HOWEVER, YOU ARE NOT LIMITED TO ONLY THESE 4 FONTS, YOU MAY CHANGE THEM AT ANY TIME WITHOUT AFFECTING WHAT IS ALREADY ON THE LABEL.

ATEXT ONLY NORMAL AND DOUBLE HEIGHT PRINT ARE AVAILABLE IN THE LABELER. THE TEXT EDITING IS VERY SIMPLE, EDIT [CAPS SHIFT & 1] RETURNS TO MAIN MENU.

PRINT THE PRINT OPTION IS A LITTLE DIFFERENT THAN PREVIOUSLY EXPLAINED. THE AERCO, TASHMAN D AND OTHER SUB-OPTIONS ARE IN THE CUSTOMIZE SECTION. ALSO A NEW CONTROL CODE SEQUENCE CALLED LABEL SPACING IS INCLUDED TO TELL THE PRINTER TO DO A LINE FEED BETWEEN LABELS.

WHEN YOU SELECT THE PRINT LABEL SUB-OPTION, THE PROGRAM NEEDS TO KNOW HOW MANY LABELS YOU WOULD LIKE TO PRINT. MINIMUM IS 1 LABEL AND MAXIMUM IS 999 LABELS.

CLEAR THIS CLEARS THE WORKING LABEL. YOU MAY WISH TO USE THIS OPTION AFTER CHANGING THE SIZE OF YOUR LABEL.

PROGRAM NAME	THE LABELER
VERSION	2.0
WRITTEN BY	KRIS BOISVERT
FILE MEMORY	4097 BYTES
GRAPHIC DESIGNS	19200 BYTES
LABEL WIDTH	32 (256 DPL)
MAXIMUM LINES	13 (1 1/2")
MINIMUM LINES	4 (1/2")

THE BANNER PRINTER

THE BANNER PRINTER ALLOWS YOU TO CREATE VERY LONG BANNERS. THIS PROGRAM WILL WORK ON ANY PRINTER, TS2040, DOT MATRIX AND EVEN DAISY WHEEL!

THIS PROGRAM FEATURES 3 STANDARD HEIGHT FONTS, THE SUPER SET AND THE DOUBLE HEIGHT MODE (FOR BOTH STANDARD AND SUPER SET).

AS WITH FIRST EDITION, A GRAPHIC DESIGN FILE IS NEEDED IN MEMORY AT ALL TIMES. THE BANNER SIZE AND LENGTH WILL BE DIRECTLY AFFECTED BY THE LENGTH OF THE GRAPHIC FILE.

FILE THE BANNER SIZE SUB-OPTION IS THE NUMBER OF COLUMNS YOUR PRINTER IS CAPABLE OF DIVIDED BY 8. IE: 80 COLUMNS WOULD BE 10. THE MAXIMUM IS 16 (128 COLUMNS).

WHEN LOADING A NEW GRAPHIC DESIGN FILE, THE BANNER IS CLEARED.

ATEXT WHEN IN TEXT MODE, EDIT [CAPS SHIFT & 1] RETURNS TO MAIN MENU, MARGIN AND TAB ARE ALSO AVAILABLE (SAME AS FIRST EDITION).

PRINT THE BANNER PRINTER PRINTS BANNERS SIDEWAYS, THIS MEANS THAT EVERY PIXEL IN THE BANNER IS PRINTED AS A CHARACTER.

THE CUSTOMIZE SECTION IS A BIT DIFFERENT. THERE IS NO PRINT HEAD SET UP NEEDED, THIS IS REPLACED BY GRAPHIC TO PRINT. GRAPHIC TO PRINT IS THE CHARACTER THAT WILL BE SENT TO THE PRINTER TO PRINT A PIXEL. WHEN NO PIXEL (BLANK), THE PROGRAM WILL AUTOMATICALLY SEND A SPACE.

DENSITY IS THE NUMBER OF TIMES A PIXEL ROW WILL BE PRINTED (1 IS NORMAL, 2 DOUBLES THE WIDTH OF THE BANNER, ETC...).

PROGRAM NAME	THE BANNER PRINTER
VERSION	2.0
WRITTEN BY	ERIC BOISVERT
FILE MEMORY	24475 BYTES
GRAPHIC DESIGNS	21100 BYTES
MAX HEIGHT	16 (128 COLUMNS)
MIN HEIGHT	4 (32 COLUMNS)
MAX LENGTH	VARIABLE
MIN LENGTH	32 LINES

TIPS FOR THE BANNER PRINTER

* TO ENSURE THE PROGRAM KNOWS THE CORRECT END OF THE BANNER, OR TO PRINT UP TO A CERTAIN POINT, PRESS EXTENDED THEN E TO SET THE END (DONE IN TEXT MODE).

THE CARD MAKER

THE CARD MAKER ALLOWS YOU TO CREATE PERSONALIZED GREETING CARDS, INVITATIONS, ETC... WHEN YOU DO CARE TO TO SEND THE VERY BEST, SEND ONE YOU MADE YOURSELF!

THIS PROGRAMS FEATURES 3 STANDARD HEIGHT FONTS, THE SUPER SET MODE, THE DOUBLE HEIGHT MODE (FOR BOTH STANDARD AND SUPER SET), FRAME I AND FRAME II.

AS WITH FIRST EDITION AND THE BANNER PRINTER, THIS PROGRAM NEEDS A GRAPHIC DESIGN FILE IN MEMORY AT ALL TIMES. THE CARD SIZE WILL ALSO BE AFFECTED BY THE SIZE OF THE GRAPHIC FILE.

PROGRAM NAME	THE CARD MAKER
VERSION	1.0
WRITTEN BY	ERIC BOISVERT
FILE MEMORY	19200 BYTES
GRAPHIC DESIGNS	15300 BYTES
MAX PAGE WIDTH	255 (4080 DPL)
MIN PAGE WIDTH	30 (480 DPL)
MAXIMUM LINES	255
MINIMUM LINES	16



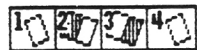
THE **FILE** OPTION HAS A FEW NEW SUB-OPTIONS THAT SHOULD BE EXPLAINED... **CLEAR CARD** CLEARS THE WHOLE CARD WHILE **CLEAR PAGE** ONLY CLEARS THE CURRENT WORKING PAGE.

THE CARD IS DIVIDED IN 4 EQUAL QUARTERS, THAT'S 2 QUARTER PAGES ACROSS BY 2 QUARTER PAGES HIGH. YOU CAN SELECT WHICH QUARTER PAGES YOU WILL USE BY MOVING THE ARROW OVER THE RIGHT PAGE NUMBER (1. FRONT COVER, 2. INSIDE COVER, 3. INSIDE BACK, 4. BACK COVER) AND PRESSING SPACE (FIRE). AN ARROW WILL APPEAR TO LET YOU KNOW THAT THE PAGE IS SELECTED.

PAGE WIDTH IS THE WIDTH IN CHARACTERS OF EACH QUARTER PAGE. TO CALCULATE THE PAGE WIDTH, TAKE THE PRINTER WIDTH DIVIDED BY 16 (IE: 480 DPL / 16 = 30 CHARACTERS PER QUARTER PAGE, 576 DPL / 16 = 36, 960 DPL / 16 = 60).

PAGE LENGTH IS THE NUMBER OF LINES OF EACH QUARTER PAGE. FOR AN 8 1/2" X 11" PAGE, IT SHOULD BE 44 (88 / 2 QUARTER PAGES HIGH = 44 LINES).

IF **PAGE WIDTH** OR **PAGE LENGTH** IS CHANGED OR A NEW GRAPHIC DESIGN FILE IS LOADED, THE CARD IS CLEARED. (AFTER LOADING A NEW GRAPHIC FILE, YOU MAY HAVE TO RESET **PAGE WIDTH** AND **PAGE LENGTH**).



THESE 4 OPTIONS SELECT THE CURRENT WORKING PAGE. IT ALSO HOMES THE CURSOR TO THE BEGINNING OF THE PAGE.

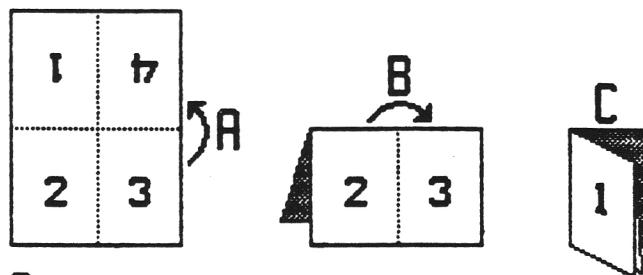


THIS OPTION IS IDENTICAL TO THE ONE IN FIRST EDITION WITH THE EXCEPTION OF TAB.

TIPS FOR THE CARD MAKER

- * AS WITH FIRST EDITION AND THE BANNER PRINTER, IF YOU LOAD A NEW FONT, ALL TEXT THAT WAS ALREADY WRITTEN WITH THE OLD FONT WILL BE REPLACED WITH THE NEW ONE.
- * MOST OF THE TIME, ONLY QUARTER PAGE 1 AND 3 ARE USED TO CREATE A CARD. HOWEVER, YOU MAY USE ALL 4 BUT YOU WILL HAVE TO MAKE SURE THE GRAPHIC DESIGN FILE IS NOT TOO LONG OR THE CARD WILL HAVE TO BE SMALLER.

HOW TO FOLD A CARD



A: FOLD BACKWARDS

B: FOLD SO THAT PAGE 1 IS ON TOP

C: END RESULT

QUICK SCREEN

QUICK SCREEN WAS CREATED TO WORK IN CONJUNCTION WITH THE PRESS. THIS PROGRAM ALLOWS YOU TO USE GRAPHIC DESIGNS TO CREATE A SCREEN. THIS SCREEN MAY THEN BE LOADED IN A DOCUMENT USING THE PRESS. QUICK SCREEN MAY ALSO BE USED TO CREATE TITLE SCREENS FOR YOUR OWN PROGRAMS.

AS WITH FIRST EDITION, A GRAPHIC DESIGN FILE IS NEEDED IN MEMORY AT ALL TIMES. THE GRAPHIC FILE, HOWEVER, DOES NOT AFFECT THE SCREEN SIZE.

PROGRAM NAME	QUICK SCREEN
VERSION	1.0
WRITTEN BY	ERIC BOISVERT
FILE MEMORY	6144 (SCREEN)
GRAPHIC DESIGNS	9500 BYTES
PRINTER RESOL.	256 DPL

FILE THE VIEW SCREEN SUB-OPTION DISPLAYS THE FULL SCREEN. TO RETURN TO THE MAIN MENU, JUST PRESS SPACE (FIRE).

LOADING A NEW GRAPHIC DESIGN FILE WILL NOT CLEAR THE SCREEN, THIS WAY YOU CAN USE GRAPHICS FROM SEVERAL FILES. ALSO ANY FONTS MAY BE USED (LIKE THE PRESS AND THE LABELER).

TEXT THE TEXT OPTION FEATURES EVERY SUB-OPTIONS DESCRIBED IN THE MAIN MENU OPTIONS SECTION. WHEN IN TEXT MODE, EDIT [CAPS SHIFT & 1] RETURNS TO MAIN MENU.

⬇⬆ THESE 2 OPTIONS SCROLL THE SCREEN UP OR DOWN 1 PIXEL LINE (THERE ARE 8 PIXEL LINES IN A CHARACTER LINE).

UNDO THIS WILL UNDO EVERYTHING DONE SINCE LAST USING TEXT OR GRAPHIC DESIGNS. WITH THIS OPTION YOU CAN EVEN UNDO UNDO!

THE FILE KEEPER

THE FILE KEEPER ALLOWS YOU TO MIX AND MATCH GRAPHIC DESIGNS TO CREATE CUSTOM LIBRARIES. YOU SHOULD USE THIS PROGRAM TO PREPARE THE GRAPHIC DESIGNS TO BE USED IN PROGRAMS LIKE FIRST EDITION, THE BANNER PRINTER, THE CARD MAKER, ETC...

PROGRAM NAME	THE FILE KEEPER
VERSION	1.0
WRITTEN BY	KRIS BOISVERT
FILE MEMORY	12204 BYTES
GRAPHIC DESIGNS	12204 BYTES

FILE THE VIEW FILE SUB-OPTION DISPLAYS THE NEWLY CREATED GRAPHIC DESIGN FILE. SEE NEXT AND PREVIOUS FOR FURTHER DETAILS.

CLEAR FILE CLEARS THE FILE YOU ARE CREATING.

LOAD GRAPHIC DESIGNS LOADS AN OLD FILE FROM WHICH YOU TAKE THE GRAPHICS.

SELECT ☒ THIS ADDS THE CURRENT GRAPHIC DESIGN (THE ONE THAT IS HIGHLIGHTED) TO THE NEW GRAPHIC FILE.

NEXT ☐ THIS MOVES THE CURRENT GRAPHIC DESIGN TO THE NEXT ONE. THIS IS ALSO USED IN VIEW FILE.

PREVIOUS ☐ THIS MOVES THE CURRENT GRAPHIC DESIGN TO THE PREVIOUS ONE. VIEW FILE USES THIS OPTION AS WELL.

IN VIEW FILE, ONLY NEXT AND PREVIOUS ARE USED. IF YOU SELECT ANYTHING ELSE, THE PROGRAM WILL RETURN TO THE MAIN MENU.

TIPS FOR THE FILE KEEPER

* WHEN CREATING A CUSTOM FILE, IT WOULD BE WISE NOT TO CREATE ONE THAT IS TOO LONG. ONLY CHOOSE THE GRAPHICS THAT YOU NEED IN THE DOCUMENT, IT WILL SAVE MEMORY AND WILL GIVE YOU MORE FREEDOM WHEN YOU WANT TO CHOOSE THE DOCUMENT SIZE.

THE TRANSLATOR

THE TRANSLATOR WAS DESIGNED TO TRANSLATE LEMKE SOFTWARE DEVELOPMENT ICON LIBRARIES USED IN PIXEL PRINT DESKTOP PUBLISHER TO THE PRINT FACTORY GRAPHIC DESIGN FORMAT. UP TO 108 ICONS CAN BE TRANSLATED AT ONCE.

ONCE AN ICON LIBRARY HAS BEEN TRANSLATED AND SAVED AS A GRAPHIC DESIGN FILE, WE SUGGEST YOU USE THE CREATOR TO RESIZE THE GRAPHIC DESIGNS. DOING SO WILL SAVE PRECIOUS MEMORY.

PROGRAM NAME	THE TRANSLATOR
VERSION	1.0
WRITTEN BY	KRIS BOISVERT
FILE MEMORY	24408 (SPLIT)
MAX ICONS	108



LOAD ICONS LOADS A LEMKE ICON LIBRARY. AFTER LOADING THE LIBRARY, YOU WILL BE SENT TO VIEW ICONS.

VIEW ICONS

Next
Previous

First...1
Last...100

O.K.

Icon 1

NEXT SHOWS THE NEXT ICON.
PREVIOUS SHOWS THE PREVIOUS ICON.

FIRST SELECTS THE CURRENT ICON AS THE FIRST ICON TO BE TRANSLATED.
LAST SELECTS THE CURRENT ICON AS THE LAST ICON TO BE TRANSLATED.

O.K. MEANS THAT **FIRST** AND **LAST** ARE SET CORRECTLY. IF YOU MAKE A MISTAKE, YOU WILL HAVE TO LOAD THE ICON LIBRARY OVER AGAIN. THE **TRANSLATE** OPTION WILL ONLY WORK AFTER YOU HAVE SELECTED **O.K.**



THIS OPTION TRANSLATES THE ICONS INTO GRAPHIC DESIGNS. ONCE THE ICONS HAVE BEEN TRANSLATED, THIS OPTION CANNOT BE USED AGAIN.



VIEW FILE

Next
Previous
Menu

THIS OPTION ALLOWS YOU TO SEE THE FINISHED PRODUCT TO ENSURE THAT ALL THE RIGHT ICONS HAVE BEEN TRANSLATED.

NEXT SHOWS THE NEXT GRAPHIC DESIGN.
PREVIOUS SHOWS THE PREVIOUS GRAPHIC DESIGN.

MENU RETURNS TO THE MAIN MENU.

VIEW FILE CAN ONLY BE USED WHEN AN ICON LIBRARY HAS BEEN TRANSLATED.



THIS OPTION CLEARS THE ICON LIBRARY AS WELL AS THE GRAPHIC DESIGN FILE. IT WILL ALSO TURN OFF TRANSLATE AND VIEW FILE SINCE NO MORE ICONS OR GRAPHIC DESIGNS ARE IN MEMORY.

THE CREATOR

THE CREATOR ALLOWS YOU TO CREATE YOUR OWN CUSTOM GRAPHIC DESIGNS OR MODIFY EXISTING ONES. UP TO 224 GRAPHIC DESIGNS MAY RESIDE IN MEMORY AT ONCE.

THE SCREEN IS DIVIDED IN 3 PARTS. ON THE LEFT SIDE IS THE WORKING AREA WHERE THE GRAPHIC DESIGN IS DRAWN. ON THE RIGHT IS THE CURRENT GRAPHIC DESIGN YOU ARE WORKING ON. AT THE BOTTOM IS THE MAIN MENU AREA.

PROGRAM NAME	THE CREATOR
VERSION	2.0
WRITTEN BY	ERIC BOISVERT
FILE MEMORY	21690 BYTES
MAX GRAPHICS	224

TO DRAW A GRAPHIC, MOVE THE ARROW OVER THE PIXEL AND PRESS SPACE TO TURN ON/OFF.



THIS MOVES THE WORKING AREA IN THE DIRECTION OF THE ARROW. THE WORKING AREA IS SHOWN AS A GREEN WINDOW IN THE GRAPHIC DESIGN AREA (RIGHT SIDE).



THIS SCROLLS THE WORKING GRAPHIC DESIGN 1 PIXEL IN THE DIRECTION OF THE ARROW.



THESE 3 OPTIONS ALLOW YOU TO FLIP THE GRAPHIC DESIGN VERTICALLY OR HORIZONTALLY OR TO ROTATE IT 90 DEGREES.



THIS OPTION LETS YOU RESIZE THE GRAPHIC DESIGN WITHOUT CLEARING. THE MINIMUM SIZE IS 1X1 AND MAXIMUM IS 12X14.



THIS OPTION ALLOWS YOU TO FETCH A GRAPHIC DESIGN FROM THE FILE. (SEE SELECT GRAPHIC)



THIS OPTION LETS YOU STORE THE CURRENT WORKING GRAPHIC DESIGN IN THE FILE. (SEE SELECT GRAPHIC)

THE CREATOR

CONTINUED...



WHEN SELECTING **SAVE FILE**, YOU WILL HAVE TO TELL THE COMPUTER UP TO WHICH (AND INCLUDING) GRAPHIC DESIGN TO SAVE. (SEE **SELECT GRAPHIC**)

CLEAR FILE CLEARS THE WHOLE FILE INCLUDING THE CURRENT WORKING GRAPHIC.

CLEAR GRAPHIC ONLY CLEARS THE CURRENT WORKING GRAPHIC.

GRAPHIC/SCREEN ALLOWS YOU TO FETCH A GRAPHIC DESIGN FROM A SCREEN. AFTER LOADING THE SCREEN, 5 OPTIONS WILL BE AVAILABLE. **TOP** SELECTS THE TOP LEFT HAND CORNER, **BOTTOM** SELECTS THE BOTTOM RIGHT HAND CORNER (THE MAXIMUM SIZE OF THE WINDOW IS 12X14), **INVERSE** INVERTS THE WINDOW, **O.K.** FETCHES THE GRAPHIC AND **MENU** ABORTS.

SELECT GRAPHIC THIS SECTION IS USED TO SELECT A GRAPHIC (OR GRAPHIC POSITION). IT IS USED IN **SAVE FILE**, **EDIT** AND **STORE**.



THIS SELECTS PAGE 1 OF GRAPHICS (THERE ARE 7 PAGES OF 32 GRAPHICS = 224 GRAPHICS).



THIS SELECTS PAGE 7 OF GRAPHICS (#193 TO #224).



THESE OPTIONS SELECT THE PREVIOUS OR NEXT PAGE OF GRAPHICS.



THIS RETURNS TO THE MAIN MENU.

RIGHT ABOVE THESE OPTIONS IS A MESSAGE WINDOW. UPON SELECTING THIS WINDOW, THE NUMBER OPTION CAN BE TURNED ON/OFF. IT ALSO DISPLAYS THE AMOUNT OF FREE MEMORY LEFT.

TO SELECT A GRAPHIC, JUST MOVE THE ARROW OVER THE DESIRED POSITION AND PRESS SPACE.

ZX DRIVER

ZX DRIVER IS A SPECIAL DRIVER FOR THE TS2040 OR COMPATIBLE. IT EMULATES A BIT MAPPED 8 PIN PRINTER HEAD (VERTICAL DOTS INSTEAD OF HORIZONTAL).

THIS DRIVER IS DESIGNED TO BE USED WITH FIRST EDITION, THE PRESS, LETTER-PERFECT AND THE CARD MAKER.

THIS SHORT MC ROUTINE IS FULLY RELOCATABLE, BUT THE BEST ADDRESS FOR THE PRINT FACTORY PROGRAMS IS BETWEEN 64000 AND 65200 (NEVER TRY TO LOAD IT AT 23296, #1 IT DOESN'T FIT AND #2 THE PROGRAM USES THIS ADDRESS AS ITS BUFFER!). JUST LOAD "CODE ADDR OR LOAD "ZX DRIVER"CODE ADDR. (SEE **PRINT** IN MAIN MENU OPTIONS SECTION)

PROGRAM NAME	ZX DRIVER
VERSION	1.0
WRITTEN BY	ERIC BOISVERT
RESOLUTION	256 OR 512 DPL
PROGRAM LENGTH	320 BYTES

ONCE LOADED, TO TURN ON JUST RANDOMIZE **USR ADDR**.

TO USE, YOU SHOULD ENSURE THAT THE TOTAL WIDTH OF THE DOCUMENT IS BETWEEN 32 AND 64 COLUMNS (256 TO 512 DPL).

THE INTERFACE TYPE MUST BE SET TO **OTHER**. ALSO YOU WILL HAVE TO CUSTOMIZE THE PROGRAM TO WORK WITH ZX DRIVER.

THE CONTROL CODES...

DOTS SHOULD BE SET TO 8.

LOW BIT SHOULD BE SET SO THAT THE HIGH BIT (128) IS AT THE TOP.

ADD SHOULD BE SET TO A VALUE OF 0.

PRINTER SET Up SHOULD BE BLANK.

LINE SET Up SHOULD TELL THE PRINTER TO GO IN GRAPHICS MODE... 2 GRAPHICS MODES, 256 DPL (NORMAL) AND 512 DPL (SIMULATED).

FOR THE 256 DPL MODE, THE SEQUENCE IS 76, N1, N2. AND FOR THE 512 DPL MODE, IT IS 72, N1, N2. N1 AND N2 IS THE **NUMBER** OF GRAPHIC CHARACTERS THAT WILL FOLLOW.

TO CALCULATE N1 AND N2, $N1 = \text{NUMBER} - 256 * \text{INT}(\text{NUMBER} / 256)$, $N2 = \text{INT}(\text{NUMBER} / 256)$.

A TYPICAL USE FOR THE 256 MODE WOULD BE 76, 0, 1 (256 CHARACTERS TO FOLLOW).
512 MODE WOULD BE 72, 0, 2 (512 CHARACTERS TO FOLLOW).

ZX DRIVER

CONTINUED...

CARRIAGE RETURN SHOULD CONTAIN ONLY ONE 13.

LINE FEED (FOR LETTER-PERFECT) SHOULD CONTAIN 70,76,N1 (N1=NUMBER OF PIXELS, ALWAYS EVEN).

FORM FEED SHOULD BE LEFT BLANK, OR MAY CONTAIN SEVERAL 13'S.

DARKNESS MUST ALWAYS BE SET TO 1. THERE IS NO HOME HEAD POSSIBLE WITH THE TS2040.

YOUR PRINTER

HERE IS A HELPFUL LIST OF CODE SEQUENCES FOR SEVERAL PRINTERS. NOTE THAT ALL SET UPS ARE IN 576 DOTS PER LINE (UNLESS SPECIFIED). WE WILL USE FIRST EDITION AS A GUIDE.

PRINTER	COLS	LOW	DOTS	ADD	PRINTER SET UP	LINE SET UP	CR	FEED	DRK
EPSON FX+ (COMP.)	72	BOT	8	0	27,65,8	13,27,42,5,64,2	10	12	1-5
EPSON RX+	72	BOT	8	0	27,65,8	13,27,42,4,64,2	10	12	1-5
SPIRIT 80 LEGEND 880 STAR SG-10X	72	BOT	8	0	27,65,8	13,27,75,64,2	10	12	1-5
IBM (COMP.)	72	BOT	8	0	27,65,8,27,50	13,27,42,5,64,2	10	12	1-5
C. ITOH (PROWRITER)	72	BOT	8	0	27,84,49,54	13,27,83,48, 53,55,54	10	12	1-5
TANDY DMP 105	72	TOP	4	128	30,27,91,4, 27,20,18	27,16,0,0	13	NONE	1-5
COPAL WRITEHAND 1200	72	BOT	8	0	27,65,8	27,42,5,64,2	13	12	1
GORILLA BANANA (480)	60	TOP	7	128	8		13	??	1

PLEASE NOTE THAT FIRST EDITION, THE CARD MAKER AND LETTER PERFECT WILL NOT WORK ON THE GORILLA BANANA... WE WILL RELEASE A SPECIAL DRIVER IN THE PRINT FACTORY COMPANION, WHICH WILL BE AVAILABLE SOON.

THE ABOVE CODE SEQUENCES ARE, TO THE BEST OF OUR KNOWLEDGE, CORRECT. IF YOU DETECT ANY MISTAKES, PLEASE NOTIFY US AND WE WILL MAKE THE NECESSARY CORRECTIONS. IF YOUR PRINTER IS NOT LISTED ABOVE AND HAS DIFFERENT CODE SEQUENCES, PLEASE LET US KNOW SO WE CAN ADD IT TO THE LIST.

IF YOU HAVE ANY PROBLEMS, YOU MAY SEND US A PHOTOCOPY OF YOUR PRINTER'S CONTROL CODE SEQUENCES AND WE WILL TRY OUR BEST TO HELP YOU OUT.

BYTE POWER

RE: THE PRINT FACTORY

1748 MEADOWVIEW AVENUE
PICKERING, ONTARIO, CANADA
L1V 3G8

GRAPHIC DESIGN FILES

SINCE OVER 150 GRAPHIC DESIGNS ARE INCLUDED IN THE PRINT FACTORY, THERE WERE TOO MANY TO FIT IN JUST 1 FILE... SO WE DECIDED TO CLASSIFY THEM INTO 10 GROUPS...

ANIMALS / NATURE

(25 GRAPHICS)



HOME & OFFICE

(23 GRAPHICS)



TRANSP. / SPORTS

(16 GRAPHICS)



ART / HOLIDAYS

(29 GRAPHICS)



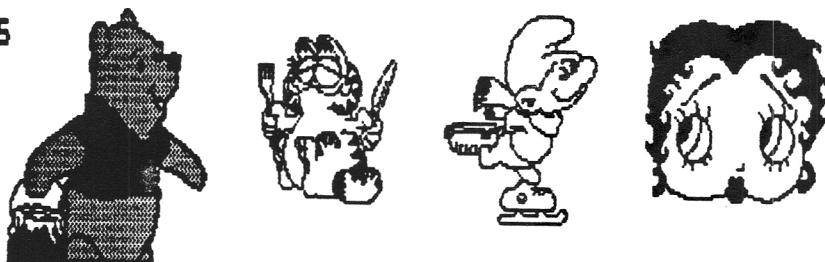
MISCELLANEOUS

(63 GRAPHICS)



COMICS / CARTOONS

(4 GRAPHICS)



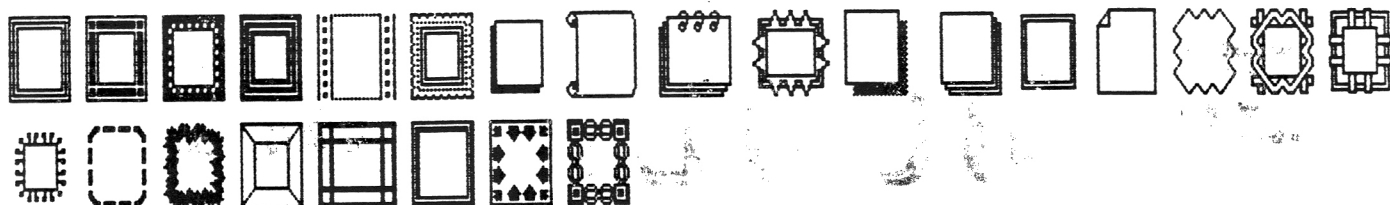
DIGITIZED

(8 GRAPHICS)



THE REMAINING 3 GRAPHIC DESIGN FILES ARE FRAMES. THESE 3 FILES WERE MADE TO BE USED WITH THE FRAME OPTION IN FIRST EDITION, THE CARD MAKER AND QUICK SCREEN. HOWEVER THEY MAY BE USED IN ANY OTHER PROGRAM AS SINGLE GRAPHIC DESIGNS (LIKE THE BANNER PRINTER... YOU JUST CREATE THE FRAME CHARACTER BY CHARACTER).

STANDARD 1X1 8 CHARACTER FRAMES...



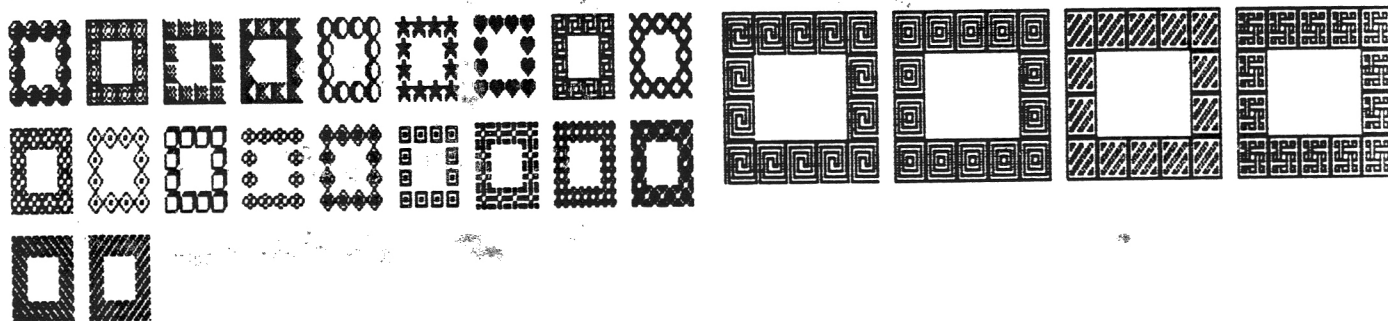
ODD SIZE FRAMES...

THESE FRAMES ARE OF DIFFERENT SIZES. TO USE, ALWAYS MAKE SURE YOU SELECT THE RIGHT POSITION IN WIDTH AND HEIGHT. IE! IF THE FRAME HAS GRAPHIC DESIGNS THAT ARE 2X2 CHARACTERS YOU SHOULD GO IN STEPS OF 2 CHARACTERS WIDE BY 2 CHARACTERS HIGH. THIS WILL ENSURE A CLEAN LOOKING FRAME, OTHERWISE THE GRAPHIC DESIGNS MAY BE SPLIT AND THE RESULTS MAY NOT BE WHAT YOU WANT.



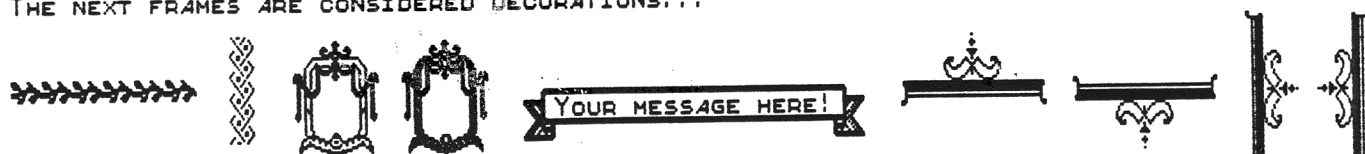
MISCELLANEOUS FRAMES...

THESE FRAMES ARE MEANT TO BE USED WITH THE FRAME I OPTION AS OPPOSED TO THE PREVIOUS 2 FILES WHICH ARE MEANT TO BE USED WITH FRAME II. IN THIS FILE, THERE ARE ALSO SOME DECORATING FRAMES...



THE ABOVE FRAMES ARE ALL SINGLE GRAPHIC DESIGN FRAMES. YOU CAN MIX AND MATCH GRAPHIC DESIGNS TO CREATE NEW FRAMES BUT YOU WILL HAVE TO DRAW THE FRAME BY HAND INSTEAD OF USING FRAME I.

THE NEXT FRAMES ARE CONSIDERED DECORATIONS...



THESE 2 DECORATIONS ARE MEANT TO BE USED WITH THE FONT #6 (SEE NEXT PAGE). THEY ARE USED TO CREATE MONOGRAMS. TO CREATE A MONOGRAM, JUST PLACE THE FRAME AND THEN SELECT THE MERGE IN THE GRAPHIC DESIGNS AND PLACE THE LETTER. NOTE THAT FIRST EDITION, THE BANNER PRINTER AND THE CARD MAKER DO NOT HAVE THE MERGE FEATURE.

THE ABOVE DECORATIONS USUALLY HAVE TO BE PLACED BY HAND DUE TO THEIR COMPLEXITY, ESPECIALLY THE LAST 5 FRAMES...

SUPER SETS

ALSO INCLUDED IN THE PRINT FACTORY ARE 13 GIANT FONT STYLES... THESE FONTS ARE TO BE USED WITH THE SUPER SET OPTION IN FIRST EDITION, THE BANNER PRINTER, THE CARD MAKER AND QUICK SCREEN. PLEASE REFER TO THE MAIN MENU OPTIONS SECTION FOR MORE INFORMATION ON HOW TO USE THESE FONTS.

FONT #1: **A B C D E F G** (40 POINT FONT)

FONT #2: **A B C D E F G** (32 POINT FONT)

FONT #3: **A B C D E F G** (48 POINT FONT)

FONT #4: **A B C D E F G** (32 POINT FONT)

FONT #5: **A B C D E F G** (24 POINT FONT)

FONT #6: **A B C D E F G** (24 POINT FONT)

FONT #7: **A B C D E F G** (16 POINT FONT)

FONT #8: **A B C D E F G** (16 POINT FONT)

FONT #9: **A B C D E F G** (16 POINT FONT)

FONT #10: **A B C D E F G** (24 POINT FONT)

FONT #11: **A B C D E F G** (16 POINT FONT)

FONT #12: **A B C D E F G** (8 POINT FONT)

FONT #13: **A B C D E F G** (32 POINT FONT)

MOST OF THESE FONTS ONLY CONTAIN LETTERS FROM A TO Z, EXCEPT FOR FONT 12 AND 13. ALSO ALL OF THESE FONTS ARE PROPORTIONAL, THIS MEANS THAT THE "M" IS WIDER THAN THE "I".

ONE FEATURE OF SUPER SET IS THAT THESE FONTS MAY BE DOUBLED IN HEIGHT, THAT MEANS FONT #3 COULD BE 96 POINTS!

MORE TIPS

HERE ARE SOME MORE TIPS THAT WILL BE USEFUL WHILE USING THE PRINT FACTORY...

- * SINCE THE GORILLA BANANA AUTOMATICALLY SETS THE LINE FEED TO 7/72" WHEN THE GRAPHICS MODE IS SELECTED, YOU WILL HAVE TO USE ALL 7 PINS... JUST MAKE SURE THE DOCUMENT LENGTH IS ALWAYS A MULTIPLE OF 7. THE MINIMUM LENGTH FOR THE GORILLA BANANA IS 21 LINES HIGH, NEXT STEP WOULD BE 28 THEN 35, ETC... A DOCUMENT ON THE PRESS IS USUALLY SPLIT IN SEVERAL SECTIONS WHICH IS WHY THEY MUST HAVE A LENGTH THAT IS A MULTIPLE OF 7, OR ELSE THE DOCUMENT WILL BE PRINTED WITH SPACES IN BETWEEN THE DIFFERENT SECTIONS. THIS ONLY APPLIES TO THE PRESS AND THE GORILLA BANANA (OR OTHER PRINTER THAT AUTOMATICALLY SETS THE LINE FEED WHEN IN GRAPHICS MODE).
- * FIRST EDITION, THE CARD MAKER AND LETTER-PERFECT ARE NOT COMPATIBLE WITH THE GORILLA BANANA, ONLY PRINTERS WITH 2, 4 OR 8 PINS (2 AND 4 PINS ARE FOR PRINTERS WITH LESS THAN 8 PINS BUT WITH AN ADJUSTABLE LINE FEED. IE: TANDY DMP 105)
- * WHEN YOU HAVE TO SET DARKNESS TO 4 OR MORE, IT MAY BE TIME TO CHANGE THE PRINTER RIBBON! ALWAYS MAKE SURE THAT DARKNESS IS SET TO 1 WHEN YOU ARE PRINTING A DRAFT COPY, IT SAVES TIME AND RIBBON WEAR.
- * IF YOUR PRINTER INTERFACE IS NOT A TASMAN D OR AERCO, OR IF IT IS NOT WORKING WITH THE PRINT DRIVERS SUPPLIED IN EACH PROGRAM THEN, BEFORE LOADING THE PROGRAM, YOU MUST LOAD YOUR OWN DRIVER AT 64000 (1536 BYTES MAXIMUM) AND MAKE SURE IT IS READY TO USE (TURN IT ON!). YOU CAN ALSO LOAD YOUR DRIVER AFTER LOADING A PROGRAM, JUST SELECT RETURN TO BASIC IN THE FILE MENU.
- * IF YOU WISH TO USE 2+FAST WITH THE PRINT FACTORY, IT MUST BE LOADED AT 64000. THIS MEANS THAT YOUR PRINTER INTERFACE MUST BE COMPATIBLE WITH ONE OF THE SUPPLIED DRIVERS IN EACH PROGRAM. USE CHANNEL #10 WITH 2+FAST (SEE INSTRUCTION MANUAL).
- * IF YOU MAKE ANY MODIFICATIONS TO THE BASIC PORTION OF THE PROGRAMS (IE: CONVERT ALL LOAD AND SAVE TO LARKEN LKDOS), MAKE SURE YOU DO NOT TAKE TOO MUCH MEMORY. USE THE FUNCTION VAL TO SAVE MEMORY (SEE TS2068 OWNER'S MANUAL).
- * WHEN YOU TRANSLATE LEMKE SOFTWARE DEVELOPMENT ICONS TO THE PRINT FACTORY GRAPHIC DESIGNS, IT IS POSSIBLE THAT THE PROGRAM WILL SAVE 2 FILES INSTEAD OF 1. THIS WILL HAPPEN WHEN YOU TRANSLATE MORE THAN 54 ICONS. THIS WAS DONE SO THAT YOU MAY EDIT THE ICONS (NEW GRAPHIC DESIGNS) WITH THE CREATOR.
- * WHEN USING FIRST EDITION, THE CARD MAKER OR THE DANNER PRINTER, CHOOSE YOUR GRAPHIC DESIGNS AND MAKE SURE YOU HAVE ALL THE ONES YOU NEED BEFORE CREATING A DOCUMENT... IF YOU FORGOT ONE, YOU WILL HAVE TO RE-WRITE THE WHOLE DOCUMENT! THIS MEANS THAT IF YOU ARE NOT SURE IF YOU ARE GOING TO USE A CERTAIN GRAPHIC DESIGN TAKE IT ANYWAY, IT WILL SAVE YOU A LOT OF WORK IF YOU DECIDE TO USE IT!!!
- * IN THE PRESS AND QUICK SCREEN, USE THE UP AND DOWN ARROWS TO ADJUST THE SPACING BETWEEN EACH LINE. YOU CAN EVEN CREATE REALLY NICE EFFECTS LIKE WRITING IN DIAGONAL AT A PIXEL LINE.
- * LAST BUT NOT LEAST, HAVE A BALL! TRY EVERY PROGRAM AND DON'T BE AFRAID TO EXPERIMENT... THE PROGRAMS ARE NOT GOING TO CRASH ON YOU IF YOU MAKE A MISTAKE, SO DON'T WORRY (BE HAPPY?)
- * MOST PROGRAMS ARE WYSIWYG (WHAT YOU SEE IS WHAT YOU GET), EXCEPT FOR LETTER-PERFECT... LETTER-PERFECT IS WYSITDTWYGOTP (WHAT YOU SEE IS TOTALLY DIFFERENT THAN WHAT YOU GET ON THE PRINTER) [HA HA HA!]

DISCLAIMER

BYTE POWER WILL NOT IN ANY EVENT BE HELD RESPONSIBLE FOR ANY DAMAGES RESULTING IN THE USE OF THIS SOFTWARE PACKAGE.

ANY PROBLEMS OR QUESTIONS REGARDING THE PRINT FACTORY SHOULD BE SENT TO:

BYTE POWER
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PICKERING, ONTARIO, CANADA L1V 3G8